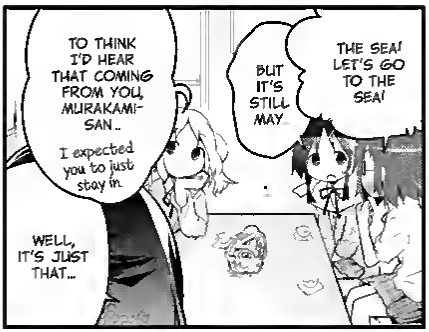
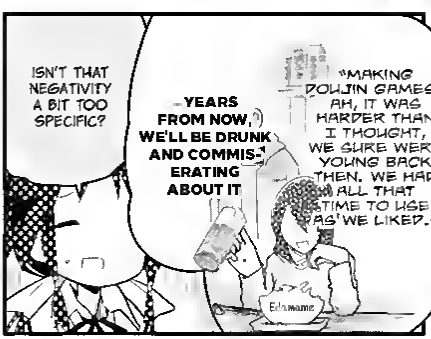
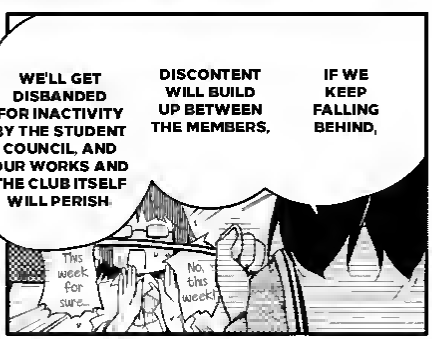
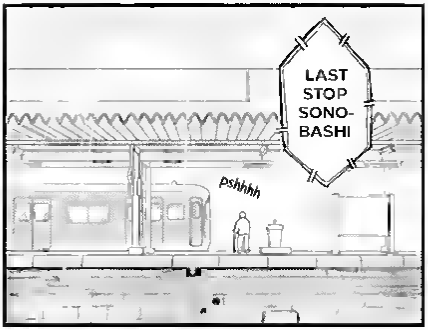

TO THINK I'D HEAR THAT COMING FROM YOU, MURAKAMI-SAN..
I expected you to just stay in.
WELL, IT'S JUST THAT...
BUT IT'S STILL MAY.
THE SEA! LET'S GO TO THE SEA!

SFX: MENACING

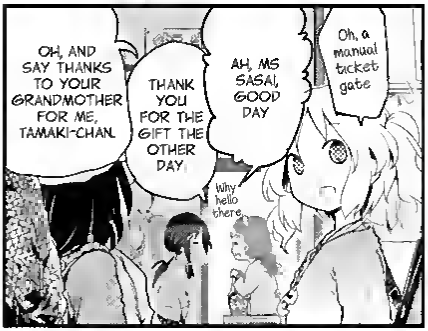

ISN'T THAT NEGATIVITY A BIT TOO SPECIFIC?
-YEARS FROM NOW, WE'LL BE DRUNK AND COMMISERATING ABOUT IT
"MAKING DOUJIN GAMES? AH, IT WAS HARDER THAN I THOUGHT, WE SURE WERE YOUNG BACK THEN. WE HAD ALL THAT TIME TO USE AS WE LIKED."
Echizame

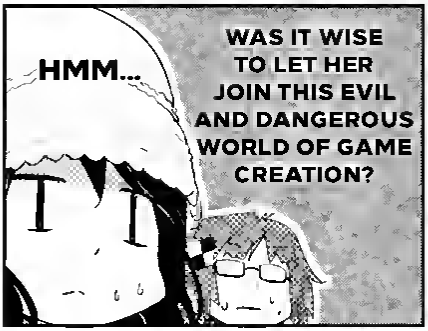

WE'LL GET DISBANDED FOR INACTIVITY BY THE STUDENT COUNCIL, AND OUR WORKS AND THE CLUB ITSELF WILL PERISH.
DISCONTENT WILL BUILD UP BETWEEN THE MEMBERS,
IF WE KEEP FALLING BEHIND,
This week for sure...
No, this week!

ANOTHER WORLD

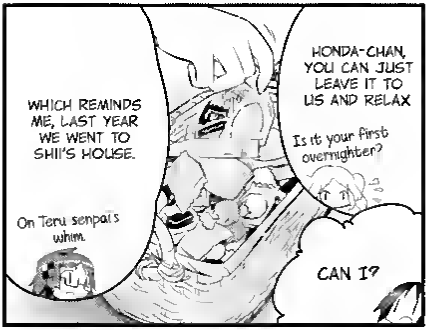


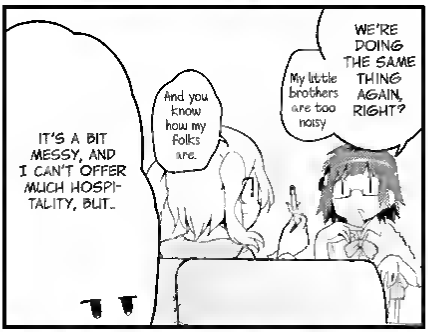
SFX: BOW


OH, AND SAY THANKS TO YOUR GRANDMOTHER FOR ME, TAMAKI-CHAN.
THANK YOU FOR THE GIFT THE OTHER DAY.
AH, MS SASAI, GOOD DAY
Oh, a manual ticket gate
Why hello there.



THE TABLEWARE WASN'T USED


WHICH REMINDS ME, LAST YEAR WE WENT TO SHII'S HOUSE.
On Teru senpai's whim.
HONDA-CHAN, YOU CAN JUST LEAVE IT TO US AND RELAX
Is it your first overnighter?
CAN I?

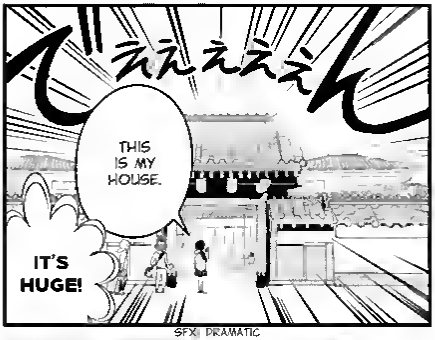

IT'S A BIT MESSY, AND I CAN'T OFFER MUCH HOSPI-TALITY, BUT..
And you know how my folks are.
My little brothers are too noisy
WE'RE DOING THE SAME THING AGAIN, RIGHT?

J-JUST KIDDING. JEEZ, YOU'RE TOO SERIOUS...
We'll be getting together so that you can finish the plot, remember?
SO THIS YEAR, TOO, WE'LL START WITH A MAJOR CLEANING AND ROOM SEARCH.
U-UM...

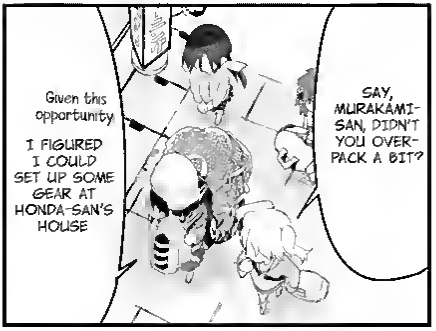
SFX: OMINOUS

SINCE SHE'S WORRIED THEY'LL DO SOMETHING WEIRD TO HER AIRHEAD CHILDHOOD FRIEND

LIVED IN THE COUNTRYSIDE DURING MIDDLE SCHOOL



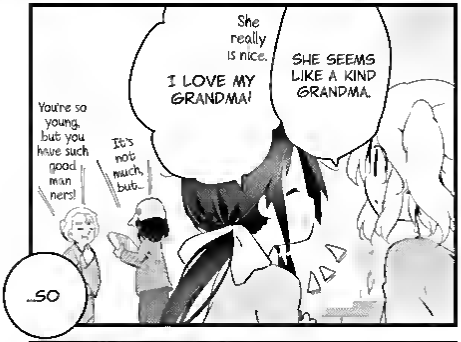
SFX: DRAMATIC

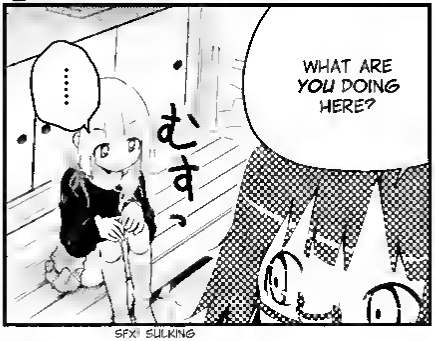


THANK YOU FOR HAVING US, WE'LL BE IN YOUR CARE FOR A FEW DAYS_
MAKE YOURSELVES AT HOME.
This is my grandma.
YOU'RE TAMAKI'S FRIENDS?

CELL PHONES CAN CONNECT HERE, COME ON_
I've sent you messages many times
AND I'VE ALSO GOT A SERVER BACKUP AND SUCH,
IN CASE YOU CAN'T GET A SIGNAL HERE_

SFX: RUSTLE RUSTLE

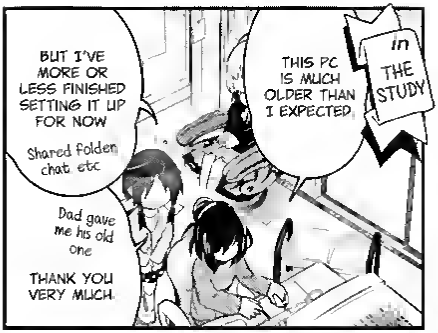

...SO
She really is nice.
I LOVE MY GRANDMA!
SHE SEEMS LIKE A KIND GRANDMA.
You're so young, but you have such good manners!
It's not much, but_

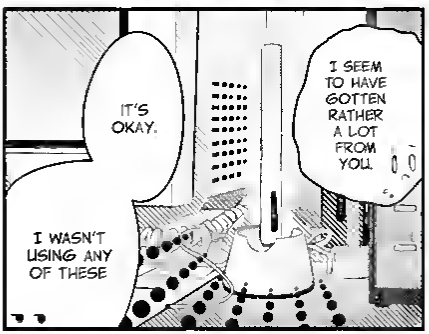


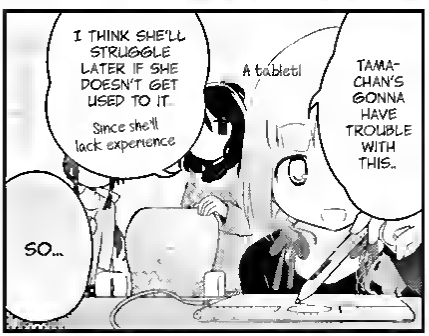
SFX: SULKING

SFX: EMBARRASSED

TRANSMITTER ITEM

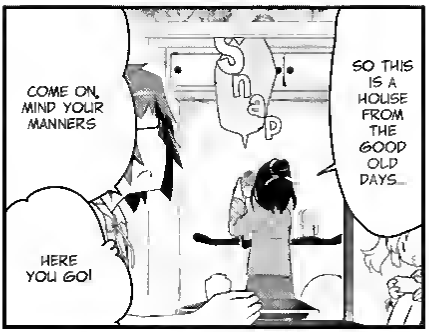

BUT I'VE MORE OR LESS FINISHED SETTING IT UP FOR NOW
Shared folder, chat, etc.
Dad gave me his old one
THANK YOU VERY MUCH.
THIS PC IS MUCH OLDER THAN I EXPECTED.
In THE STUDY




I THINK SHE'LL STRUGGLE LATER IF SHE DOESN'T GET USED TO IT.
Since she'll lack experience
A tablet!
TAMA-CHAN'S GONNA HAVE TROUBLE WITH THIS.
SO...

SIGN PRESSURE

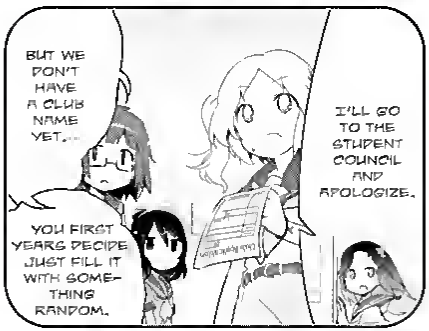
CURIOSITY



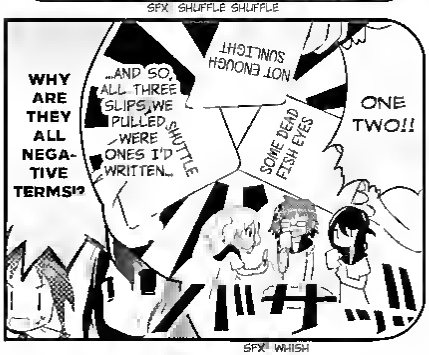
STOP THAT.
THAT'S BEYOND BAD MANNERS
IF I MIXED IT WITH THE NEW DRINK THAT JUST WENT ON SALE,
cocoa
WASABI JUICE
WHAT FLAVOR WOULD I GET...?
DELICIOUS...!

OWNER
PERFECTIONISM
I THOUGHT WE SHOULD GO WITH SOMETHING THAT SUITS HONDA-SAN'S DRAWINGS MORE.
AFTER LOOKING OVER IT...
I THINK THE LAST IDEA, THE ROMANTIC COMEDY, WAS FINE
SPEAKING OF...
SFX: TRICKLE
THE STORY'S JUST NOT COMING TO ME!
WORKING ON HER OWN DURING THE PC SETUP
BUT I'M SO CLOSE..!
SFX: NOAAAAA
UM
I MIGHT CREATE A BUNCH OF WEIRD TRACKS TO PLAY AT THE CLIMAX.
IF you're too slow
I WANT SOME MUSIC REQUESTS SOON.
SORRY
Recording?
SFX: KAPON
I'D PLANNED TO REUSE SENPAI'S ART TO AN EXTENT, BUT HONDA-CHAN'S DRAWINGS WOULDN'T BLEND WELL WITH ANOTHER STYLE
I'M BEHIND SCHEDULE BECAUSE I DROPPED THE PREVIOUS IDEA
I'LL HAVE SOMETHING BY TODAY
SOMEHOW
kapon kapon kapon kapoka poka poka poka poka poka poka poka
I MIGHT SWITCH THE SNARE DRUM SAMPLE TO THIS
SFX: GIGGLE
SAY...
EVEN IF I TAKE A PART OF IT FROM THE PREVIOUS ONE?
BUT WITH THIS NEW IDEA, THE ENDING'S NOT COMING TOGETHER...
SFX: HMMM
HYAAAAAH!?
WHO'S PLAYING WITH THE SHISHI-ODOSHI!?
BAAAN!!
NOWAAH!?
DO YOU REALLY HAVE TO AGONIZE SO MUCH OVER THE PLOT...?
It's just a short story

RANDOM NUMBER GOD

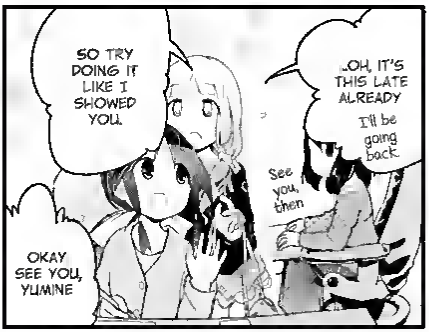

BUT WE DON'T HAVE A CLUB NAME YET...
YOU FIRST YEARS DECIDE JUST FILL IT WITH SOMETHING RANDOM.
I'LL GO TO THE STUDENT COUNCIL AND APOLOGIZE.

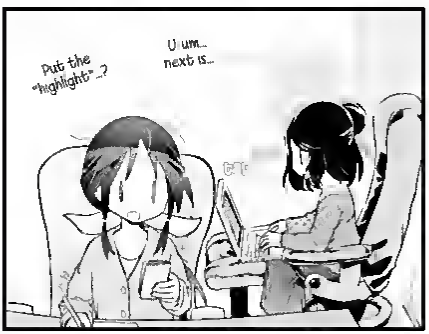
SFX: SHUFFLE SHUFFLE


WHY ARE THEY ALL NEGATIVE TERMS!?
...AND SO, ALL THREE SLIPS WE PULLED WERE ONES I'D WRITTEN...
SHUTTLE
NOT ENOUGH SUNLIGHT
SOME DEAD FISH EYES
ONE TWO!!

SFX: WHISH

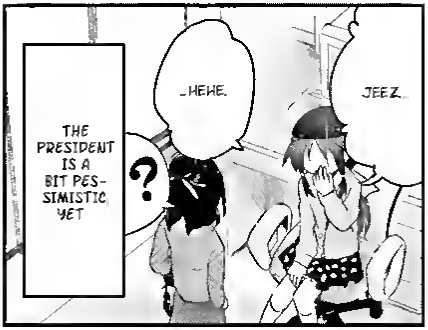
TALK SKILL: Lv.1

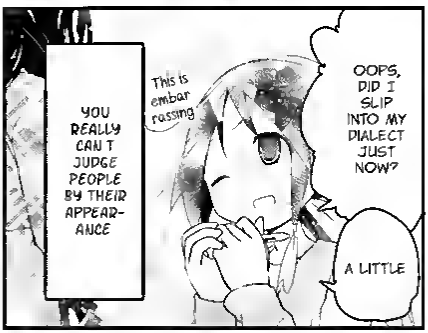


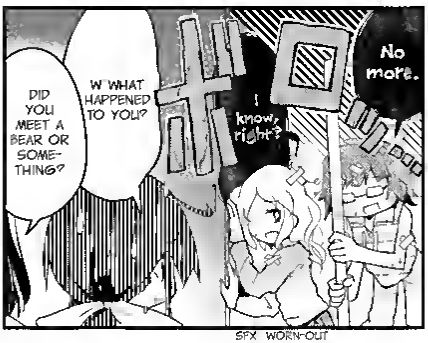


ADVENTURE LOG
OLD-SCHOOL
haha!
ON THE WHIM OF THE PREVIOUS PRESIDENT, TERU-SENPAI
THIS CLUB WAS FORMED
FROM THE BEGINNING
I'M SORRY. I WAS FOOLING AROUND...
WHEN I USE A TABLET, THE LINES DON'T REALLY GO THE WAY I WANT...
...AT FIRST, I CONSIDERED IT A NUISANCE...
'TIS MY FRIEND, SHE CAN WRITE PROGRAMS!
AYA DRAGGED ME INTO THIS...
BUT IT'S TOUGH WITH THAT ALONE
A PEN TABLET IS ESSENTIAL WHEN DRAWING ON A PC,
I GUESS IT'S HARD TO DRAW CLEAN AND PRETTY PICTURES...
NOW, I THINK IT'D BE A BIT BORING
WITH-OUT THE CLUB
BUT LAST YEAR WAS QUITE FUL-FILLING
PE*LORIAN CAT
fufu
UM, T-THAT WOULD BE A BIT... embarrassing
I'LL KEEP IT AS LONG AS I'M ALIVE
THIS PICTURE IS PART OF MY DIARY
SFX: SNAP

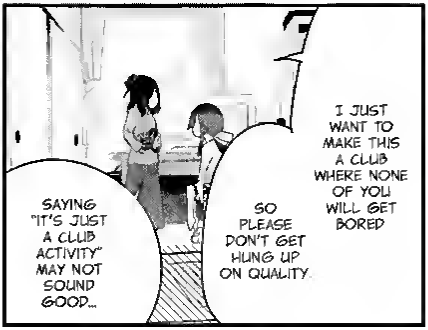
ELSEWHERE, THEY WERE LECTURED FOR TWO HOURS

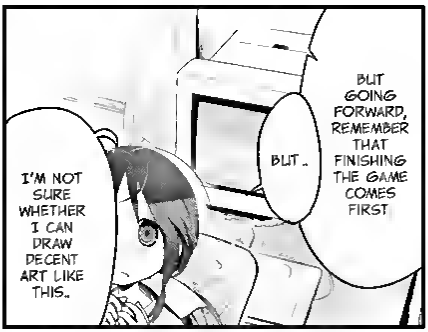


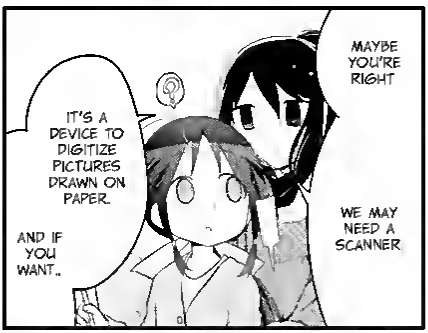




SECRET TECHNIQUE


SAYING "IT'S JUST A CLUB ACTIVITY" MAY NOT SOUND GOOD...
SO PLEASE DON'T GET HUNG UP ON QUALITY
I JUST WANT TO MAKE THIS A CLUB WHERE NONE OF YOU WILL GET BORED





なぜなに Tell us しいな Shiina ちゃん -chan

CUTTING RIGHT TO THE PRESSING MATTERS, AREN'T YOU, HONDA-CHAN?

UGH!!?

SO THEN, QUESTION #1! WHY DID IT TAKE SO LONG FOR SEKI-SENPAI TO PREPARE THE PLOT?

(I CAN'T SAY THAT THE NAME WAS COMPLETELY RANDOM, CAN I...)

..WELL, IT'S SAID THAT SHARING KNOW-HOW WITH OTHERS HELPS ORGANIZE YOUR OWN KNOWLEDGE, SO LET'S DO IT, I GUESS

ISN'T THAT JUST FINE? "TELL US, SHIINA-CHAN" JUST ROLLS OFF YOUR TONGUE. HEHEHE

WELL! I THOUGHT WE COULD DO A Q&A INTERVIEW REGARDING DOUJIN GAME DEVELOPMENT, I WAS WONDERING WHAT WE SHOULD CALL IT AND ASKED FUJIKAWA-SENPAI, AND SO THIS IS THE TITLE

..NOW WHAT IS THIS CORNER SUPPOSED TO BE?

BASED ON THAT EXPERIENCE AND THOSE SAYINGS, I'VE ASKED AYA *TO KEEP THE SCENARIO CONCISE* THIS TIME

WITH DOUJIN GAMES, IT'S EVEN SAID THAT MORE THAN 70% OF CIRCLES DISBAND WITHOUT RELEASING A SINGLE WORK"

EVEN AFTER BEING LECTURED MANY TIMES, HEARING THIS STILL STINGS

IF YOU PUBLISH A WORK BY YOURSELF, IT DOESN'T MATTER HOW MUCH YOU WRITE, BUT THIS IS A *GROUP PROJECT*. SCENARIO IS THE FOUNDATION OF THE ENTIRE STORY, SO THE MORE THERE IS OF IT, THE LARGER THE WORKLOAD OF EVERYONE IN THE TEAM GROWS. *BASICALLY, DON'T SPREAD YOURSELF TOO THIN*

HUH? IS THAT A BAD THING?

IT'S A GOOD QUESTION. WE WERE MAKING A DOUJIN GAME LAST YEAR, TOO, BUT THAT TIME, AYA GOT CARRIED AWAY AND WROTE TOO MUCH

Let's see.. lately I've been hooked on this editor called "Sublime T*xt" that helps me make a lot of progress with coding. Multiple selection feels really nice, and the extensibility..
Stop with the nerdy talk
A word from you regarding the newly opened corner!

I'LL KEEP THAT IN MIND...

THAT'S ANOTHER EXAMPLE OF WHAT NOT TO DO. STARTING TO WRITE INESSENTIAL EPISODES WHEN THE CORE PLOT IS NOT ESTABLISHED YET IS QUITE A DEATH FLAG ITSELF! IT'S IMPORTANT TO KEEP YOUR PRIORITIES STRAIGHT AND FILTER IDEAS ACCORDINGLY.

KEEPING IT SHORT IS HARD IN ITS OWN RIGHT.. I CAN'T HELP BUT WANT TO INCLUDE THE STORIES I COME UP WITH

A-AT A GLANCE.

SO CHARACTER DESIGN IS NECESSARY TO GET THOSE POINTS ACROSS WITH THE PICTURES, SO THAT PLAYERS CAN UNDERSTAND IT AT A GLANCE

THE SETTING IS MEDIEVAL FANTASY
① *A HALF-HUMAN, HALF-FOX GIRL.*
② *DAUGHTER OF A SMALL VILLAGE'S CHIEF*
③ *VERY ENERGETIC AND COMPETITIVE.*
④ *LIKES ADVENTURES.*

I GUESS YOU SHOULD THINK OF IT AS ADDITION...? FOR EXAMPLE, LET'S SAY THE SCENARIO WRITER GIVES YOU A DESCRIPTION LIKE THIS:

THAT'S A HARD ONE I DON'T THINK THERE'S SUCH A THING AS A SUREFIRE WAY TO DO IT RIGHT...

QUESTION #2! WE WERE TALKING ABOUT *CHARACTER DESIGN* EARLIER, BUT ARE THERE ANY TRICKS TO IT? LIKE, SOME ESSENTIAL POINTS TO KEEP IN MIND.

THAT'S TRUE, TOO. BUT THEN YOU CAN JUST ARRANGE IT INTO ONE THAT'S EASIER TO MOVE AROUND IN, RIGHT?

BUT IT'S HARD TO MOVE AROUND IN A KIMONO, IT WOULD GO AGAINST POINT #4

FREE FROM THE SHACKLES OF PRECONCEPTIONS AND RULES, THAT'S HOT STUFF.

ON THE CONTRARY, BOLDLY WEARING JAPANESE STYLE CLOTHES THERE COULD LET HER STAND OUT FROM THE CROWD AND MAKE AN IMPACT.

UM, WITH A VILLAGE-LIKE OUTFIT JAPANESE-STYLE, PERHAPS? BUT THEN AGAIN, IT'S FANTASY...

OF COURSE LET'S START WITH #1, THE TRADITIONAL WAY TO EXPRESS THIS IS TO PUT FOX EARS ON THE HEAD. AS FOR #2, HOW DO YOU THINK YOU COULD SHOW THE "VILLAGENESS"?

ISN'T IT FINE TO JUST GET THE GENERAL IMAGE AND ATMOSPHERE ACROSS?

ENERGETIC... ADVENTUROUS... COMPETITIVE...

AS FOR POINT #3, I GUESS EXPRESSIONS ARE THE KEY? WHAT FACE IS THE CHARACTER USUALLY MAKING, HOW DOES HER EXPRESSION LOOK WHEN SHE TALKS, AND SUCH TRY IMAGINING THAT.

IF I WERE THAT CHARACTER, I SEE...

BUT SHE'S AN ENERGETIC ONE IF YOU WERE THAT CHARACTER, YOU'D THINK WEARING THAT WOULD JUST BE A BOTHER, RIGHT? RATHER, THE CLOTHES COULD BE ORNATE AND MADE FROM GOOD MATERIALS

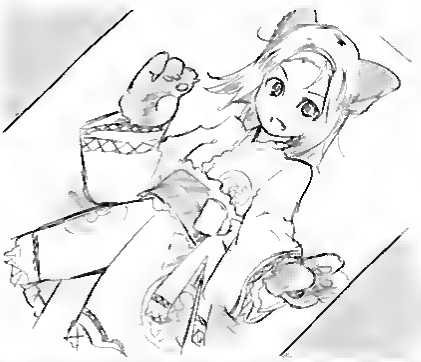
IF SHE'S A DAUGHTER OF AN IMPORTANT PERSON, COULD SHE HAVE GLAMOROUS HAIR ACCESSORIES?

THAT SAID, THOSE ARE COSPLAY SHOPS...

LATELY, MODELS WHERE THE BOTTOM BECOMES A SKIRT ARE BEING SOLD IN STORES, HOW ABOUT THAT?

YOU'RE ON THE RIGHT TRACK! JUST KEEP ADDING IDEAS LIKE THIS

H-HOW ABOUT SOMETHING LIKE THIS? I THOUGHT FLUFFY HANDS AND FEET WOULD BE CUTER, SO I IMAGINED HER WITH FOX PAWS.



I WAS IMAGINING THAT AN EXPRESSION LIKE YOURS COULD BE A GOOD FIT.

...WHY ARE YOU INTENTLY STARING AT ME?

Continued on page 89